



Subject Specialist Vocabulary-IT



Security

Protection for computers from any harmful and malicious spyware.

Networks

A number of computers linked together to allow them to share hardware, software and data.

Root Word: net

Social networking

The use of internet-based *social* media programs to make connections with friends, family, classmates, customers and clients.

Software

The programs and other operating information used by a computer.

Search engines

Web sites or software that search the Internet for documents that contain a key word, phrase, or subject that is specified by the user to the search engine.

Online goods/services

Form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser.

Multimedia

The combined use of several media, as sound and full-motion video in computer applications.

Acceptable use policy

A set of rules applied by the owner, creator or administrator of a network, website, or service, that restrict the ways in which the network, website or system may be used and sets guidelines as to how it should be used.

Digital devices

An electronic device which uses discrete, numerable data and processes for all its operations.

Data protection

A law designed to protect personal data stored on computers or in an organised paper filing system, e.g. a bank's list of customers' names and account numbers.



Challenge Vocabulary-IT



<p>Sustainability</p> <p>Development that meets the needs of the present generation without compromising the ability of future generation to meet their own needs.</p>	<p>Net neutrality</p> <p>The principle that Internet service providers should enable access to all content and applications regardless of the source, and without favouring or blocking particular products or websites.</p>	<p>Hacking</p> <p>To gain unauthorized access to data in a system or computer.</p>	<p>Digital divide</p> <p>The gulf between those who have ready access to computers and the Internet, and those who do not.</p>	<p>Cloud computing</p> <p>The practice of using a network of remote servers hosted on the Internet to store, manage, and process data, rather than a local server or a personal computer.</p>
<p>Peripheral devices</p> <p>Any auxiliary device such as a computer mouse or keyboard that connects to and works with the computer in some way.</p>	<p>Transactional data</p> <p>The information collected with regards to the sale or purchase. The transactional data is stored in databases, which can then be searched and sorted.</p>	<p>Connectivity</p> <p>The state of being connected; the ability to connect between different systems, platforms, etc.</p> <p>Prefix: con - together, with</p> <p>Suffix: ity - state, condition</p>	<p>Protocols</p> <p>The agreed method of communication to be used within the network.</p>	<p>Environmental issues</p> <p>The positive and negative impact of using ICT (hardware/software) on the environment.</p>



Subject Specialist Vocabulary-Computing



Selection

In a selection structure, a question is asked, and depending on the answer, the program takes one of two courses of action, after which the program moves on to the next event.

Suffix: tion - act, process or result

Sequence

A set of steps or pieces of information which follow on from each other.

Variable

To be able to change or be changed, e.g. a value in an equation, formula, programme, etc.

Suffix: able - can be done

Root Word: vary

Von-Neumann architecture

The description of a design for an electronic digital computer by John von Neumann in 1945.

Binary

A system which only uses two digits, 0 and 1; a computer language in which information is stored and functions performed using only the digits 0 and 1.

Prefix: bi - two

Hexadecimal

A system of writing numbers in 'base 16'; all numbers are written using 0-9 and A-F.

Prefix: hex - six; **dec** - ten

Syntax errors

An **error** in the **syntax** of a sequence of characters or tokens that is intended to be written in a particular programming language.

Pseudo code

An outline of a program, written in a form that can easily be converted into real programming statements.

Prefix: pseudo - fake, pretend
Root Word: code

Software

The programs and other operating information used by a computer.

Network topology

The way different parts of a computer network are arranged or interact.



Challenge Vocabulary-Computing



Algorithm

A process or set of steps to be followed to solve a particular problem.

Concatenation

The operation of joining two strings together. The term "concatenation" literally means to merge two things together. Also, known as string concatenation.

Suffix: tion - act, process or result

Iteration

A process wherein a set of instructions or structures are repeated in a sequence a specified number of times or until a condition is met.

Suffix: tion - act, process or result

Array

In programming, a series of objects all of which are the same size and type. Each object in an array is called an array element.

Boolean operators

Boolean Operators are simple words (AND, OR, NOT or AND NOT) used as conjunctions to combine or exclude keywords in a search, resulting in more focused and productive results.

Client server & peer to peer networks

A computer network in which one centralized, powerful computer (called the server) is a hub to which many less powerful personal computers or workstations (called clients) are connected.

When two or more PCs are connected, and share resources without going through a separate server computer.

Integrated development environments

An integrated development environment (IDE) is a software application that provides comprehensive facilities to computer programmers for software development.

Translator

A program that translates a set of code written in one programming language into a functional equivalent of the code in another programming language.

Computer legislation

A body of *law* arising out of the special conditions relating to the use of *computers*, as in *computer* crime or software copyright. *Computer law* in Technology.

Stakeholders

A stakeholder in the architecture of a system is an individual, team, organization, or classes thereof, having an interest in the realization of the system.

